

WHAT IS CLAIMED IS:

- 1 1. A method for managing utilization of a
2 unidirectional stack, comprising the steps:
3 initializing a fixed stack marker and a stack base
4 for said unidirectional stack;
5 upon fetching a program instruction to be executed
6 in a computing environment, determining if said program
7 instruction involves accessing a location in said
8 unidirectional stack;
9 if so, further determining whether said location to
10 be accessed is within a valid stack range; and
11 providing a warning upon determining that said
12 location to be accessed is not within said valid stack range.

1 6. The method for managing utilization of a
2 unidirectional stack as set forth in claim 1, further
3 comprising the step of returning control to a user upon
4 determining that said location to be accessed is not within
5 said valid stack range.

1 7. The method for managing utilization of a
2 unidirectional stack as set forth in claim 1, wherein said
3 program instruction is operable to perform a read access with
4 respect to said unidirectional stack.

1 8. The method for managing utilization of a
2 unidirectional stack as set forth in claim 1, wherein said
3 program instruction is operable to perform a write access
4 with respect to said unidirectional stack.

1 9. The method for managing utilization of a
2 unidirectional stack as set forth in claim 1, further
3 comprising the step of returning control to an interrupt
4 handler upon determining that said location to be accessed is
5 not within said valid stack range.

1 10. The method for managing utilization of a
2 unidirectional stack as set forth in claim 1, further
3 comprising the step of specifying a direction of growth for
4 said unidirectional stack.

1 11. A system for managing utilization of a
2 unidirectional stack, comprising:
3 means to initialize a fixed stack marker and a
4 stack base for said unidirectional stack in a computing
5 environment;
6 means for determining if a program instruction
7 involves accessing a location in said unidirectional stack,
8 said program instruction being operable to be executed in
9 said computing environment; and
10 means for providing a warning upon determining that
11 said location to be accessed is not within a valid stack
12 range associated with said unidirectional stack.

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1 12. The system for managing utilization of a
2 unidirectional stack as set forth in claim 11, further
3 comprising means for returning control to a user upon
4 determining that said location to be accessed is not within
5 a valid stack range associated with said unidirectional
6 stack.

1 13. The system for managing utilization of a
2 unidirectional stack as set forth in claim 11, wherein said
3 valid stack range is defined by said stack base and a current
4 valid stack pointer associated with said unidirectional
5 stack.

1 14. The system for managing utilization of a
2 unidirectional stack as set forth in claim 13, wherein said
3 valid stack range includes said current valid stack pointer's
4 location.

1 15. The system for managing utilization of a
2 unidirectional stack as set forth in claim 11, wherein said
3 computing environment comprises an architectural simulator
4 operable to simulate a target hardware platform.

1 16. The system for managing utilization of a
2 unidirectional stack as set forth in claim 15, wherein said
3 target hardware platform is selected from the group
4 consisting of a symmetric multiprocessing system, an
5 asymmetric multiprocessing system, a loosely-coupled
6 multiprocessing system, and a tightly-coupled multiprocessing
7 system.

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1 17. A method for managing utilization of a
2 unidirectional stack, comprising the steps:
3 initializing a fixed stack marker, a stack base and
4 a stack pointer for said unidirectional stack;
5 initializing a high water mark for tracking said
6 stack pointer's location during execution of a program in a
7 computing environment, said high water mark operating to
8 identify said stack pointer's farthest location from said
9 stack base upon completion of said program's execution;
10 upon fetching a program instruction to be executed
11 in said computing environment, determining if said program
12 instruction is operable to modify said stack pointer's
13 current location to a new location in said unidirectional
14 stack;
15 if so, further determining whether said new
16 location is within a predetermined stack range; and
17 providing a warning upon determining that said new
18 location is not within said predetermined stack range.

1 18. The method for managing utilization of a
2 unidirectional stack as set forth in claim 17, wherein said
3 predetermined stack range comprises a region bounded by said
4 stack base and said stack marker.

1 19. The method for managing utilization of a
2 unidirectional stack as set forth in claim 17, wherein said
3 predetermined stack range comprises a region bounded by said
4 stack base and said high water mark.

1 20. The method for managing utilization of a
2 unidirectional stack as set forth in claim 17, wherein said
3 computing environment comprises an architectural simulator
4 operable to simulate a target hardware platform.

1 21. The method for managing utilization of a
2 unidirectional stack as set forth in claim 20, wherein said
3 target hardware platform is selected from the group
4 consisting of a symmetric multiprocessing system, an
5 asymmetric multiprocessing system, a loosely-coupled
6 multiprocessing system, and a tightly-coupled multiprocessing
7 system.

1 22. The method for managing utilization of a
2 unidirectional stack as set forth in claim 17, further
3 comprising the step of returning control to a user upon
4 determining that said new location is not within said
5 predetermined stack range.

1 23. A system for managing utilization of a
2 unidirectional stack, comprising:
3 means to initialize a fixed stack marker, a stack
4 base and a stack pointer for said unidirectional stack;
5 means for tracking said stack pointer's location
6 during execution of a program in a computing environment,
7 said means operating to identify said stack pointer's
8 farthest location from said stack base upon completion of
9 said program's execution;
10 means for determining if a program instruction is
11 operable to modify said stack pointer's current location to
12 a new location in said unidirectional stack; and
13 means for providing a warning upon determining that
14 said new location is not within a predetermined stack range
15 associated with said unidirectional stack.

1 24. The system for managing utilization of a
2 unidirectional stack as set forth in claim 23, wherein said
3 predetermined stack range comprises a region bounded by said
4 stack base and said stack marker.

1 25. The system for managing utilization of a
2 unidirectional stack as set forth in claim 24, wherein said
3 region includes said stack marker's location.

1 26. The system for managing utilization of a
2 unidirectional stack as set forth in claim 23, wherein said
3 computing environment comprises an architectural simulator
4 operable to simulate a target hardware platform.

1 27. The system for managing utilization of a
2 unidirectional stack as set forth in claim 26, wherein said
3 target hardware platform is selected from the group
4 consisting of a symmetric multiprocessing system, an
5 asymmetric multiprocessing system, a loosely-coupled
6 multiprocessing system, and a tightly-coupled multiprocessing
7 system.

1 28. The system for managing utilization of a
2 unidirectional stack as set forth in claim 23, wherein said
3 predetermined stack range comprises a region bounded by said
4 stack base and a high water mark identified by said means for
5 tracking said stack pointer's location.

1 29. The system for managing utilization of a
2 unidirectional stack as set forth in claim 28, wherein said
3 region includes said high water mark.

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